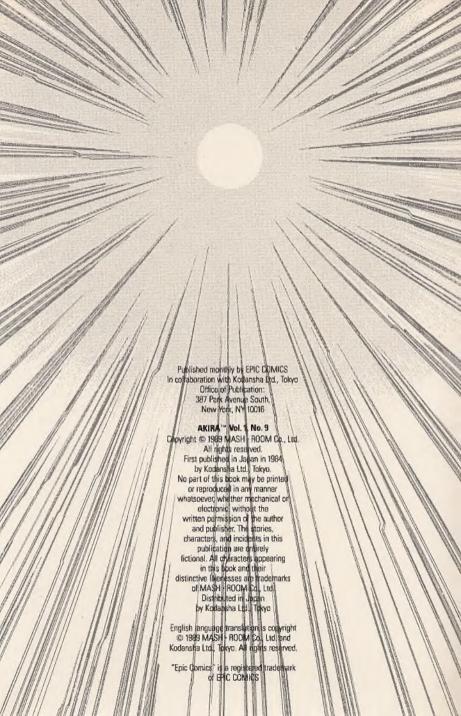


EPIC COMICS * \$3.50 • \$4.75 CAN • VOL. 1, NO. 9





BY KATSUHIRO OTOMO

CHAPTER 9

STALKERS

WHAT HAS GONE BEFORE

he year is 2030. The world is rebuilding from World War III. In **Neo-Tokyo**, plans are being made to hold the next Olympics in the "old city"—where, thirty-eight years before, the first of the hombs fell

Kaneda and his friends, teenage delinquents, make an unauthorized motorcycle run into the old city to check out the old site. They encounter a terrified child, known only as Number 26, possessing extraordinary telekinetic abilities. During the encounter, the paranormal boy gravely injures Tetsuo, one of Kaneda's close friends. Then, he vanishes.

The next night, at **Harukiya**, a tough local dive, **Kaneda** attempts, unsuccessfully, to pick up a newcomer, **Kay**. In fact, she and her companion, **Ryu**, are part of an underground resistance group dedicated to learning what is happening in the old city and putting a stop to it.

Trouble ensues, and both delinquents and resistance fighters again encounter

Number 26. Then the ominous Colonel in charge of the covert operation appears with a secret weapon-Number 27, a. crippled paranormal child named Masaru, Masaru astonishes the resistance fighters by addressing Number 26 as Takashi. Kay and Ryu had previously assumed that Number 26 was the Colonel's ultimate weapon—the as-vet unseen paranormal diant codenamed Akira, Kaneda is senarated from the resistance. fighters, but he manages to intercept and hide a pill meant for Takashi, who is recaptured by the Colonel's men.

Tetsuo—who following his accident was taken to a hospital by soldiers serving the Colonel —is taken from school by the Colonel after his recovery. Under the treatments of the Colonel's chief medical officer, Tetsuo exhibits powerful telekinetic abilities...and undergoes great pain. Finally, Tetsuo breaks out of the Colonel's installation, using his burgeoning powers to slaughter all who oppose him.

Meanwhile, **Kaneda**, trying to learn what is happening to **Tetsuo**, re-encounters the members of the resistance, and is brought back to their









Kaneda Tetsuo

Kay

R

headquarters. Questioned by Ryu, he denies all knowledge of the stolen drug. When soldiers enter the resistance hideout in force, Kaneda and Kay manage together to escape to Harukiya, where the bartender agrees to shelter them. A spy from the Colonel's organization learns of their hideout, but he is caught and left for dead by a resistance fighter.

Kiyoko, another of the psychic children under the Colonel's control, announces that Akira—who is asleep, and expected to remain so for some time—is going to awaken in the near future.

At Harukiya, Yamagata and Kaneda's other friends tell of Tetsuo's new powers and of his bloodthirstiness. Kaneda and Yamagata lead the local street gangs on an all-out attack to stop Tetsuo. Then the Colonel, alerted by his informant, arrives at Harukiya, and forces the bartender to tell him where the fugitives have gone.

Yamagata and his team comer Tetsuo in a warehouse. Most of the gang dies, and Kaneda reaches the scene in time to see Tetsuo brutally kill Yamagata. Enraged, Kaneda shoots Tetsuo...who survives.

As the Colonel arrives.

Tetsuo grabs and swallows the drug **Kaneda** had hidden, apparently dying of an overdose. A few minutes later, the terrible delinquent recovers, more powerful than ever, and the elated **Colonel** rechristens him **Number 41**.

Back at the Colonel's installation, Tetsuo's body shrugs off the effects of his wounds... and his mind continues its descent into madness and evil. Eavesdropping on the **Colonel** and his doctor, he is intrigued to learn that he is not unique, and that other paranomals possess talents he lacks.

Rvu, working undercover at a construction site next to the Colonel's base, meets with Nezu, who publicly leads the governmental opposition party but secretly is a resistance leader as well, and they share new evidence on the scale of the Akira project, Nezu, in tum, consults Lady Miyako, the head of a powerful religious cult of which Nezu is a leader, Lady Mivako who bears the Number 19 on her hand marking her as one of the Colonel's series, and she warns of impending catastrophes which may be linked to Akira.

Kiyoko, Takashi and Masaru fear Tetsuo's power and



Takashi



The Colonel



Masaru



Yamaqata



discuss plans to hinder him. Then Kav—who, like Kaneda -has been brought to the installation under quard. escapes, displaying a variety of psychic powers, including telekinesis and teleportation. She attacks **Tetsuo**, almost killing him, and helps Kaneda to shake off his quards, acting like a sleepwalker the whole time. As quards close in on the escapees. Tetsup quizzes the doctor about Akira, and learns. that his chief rival is trapped in cryogenic sleep. During the course of the conversation, the doctor is stunned to learn that Tetsuo can now read minds

Kay, still somnolent most of the time, takes Kaneda into the armory where they help themselves to the one weapon that may work against Tetsuoa laser. Meanwhile, the Colonel had deduced the source of Kav's new powers—she is being manipulated by Kiyoko.



Kiyoko

Confronting Masaru, Takashi and Kivoko, the Colonel is ioined by Tetsuo, who has learned of his "rivals" by reading the doctor's mind and come to torment them. He recognizes Takashi as the one who injured him out on the highway and attacks the three children, forcing them to fight for their lives.

Tetsup demands to be told Akira's location, and the doctor urges the Colonel to reveal it. suggesting that Tetsuo might be just what they need-a paranormal powerful enough to control Akira. When the Colonel refuses. Tetsuo turns on him, knocking him out. Guided by Kiyoko, Kaneda and Kay reach the nursery and attack. To escape the laser, Tetsuo jumps out the window of the skyscraper...landing unburt in the street below. Kay asks Kivoko to reveal the secret of Akira. and Kiyoko does, telling her that Akira is Number 28.



Bartender



Clown















































































































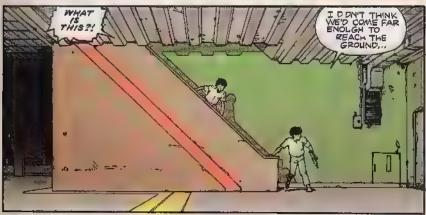




















































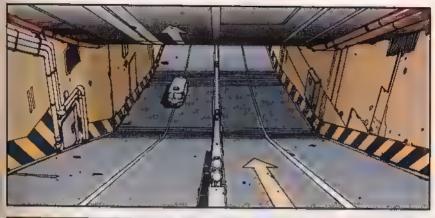








































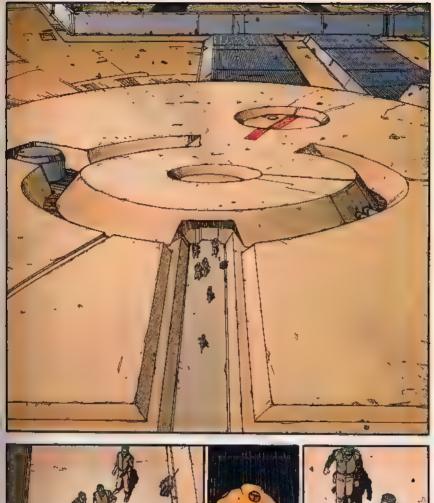


























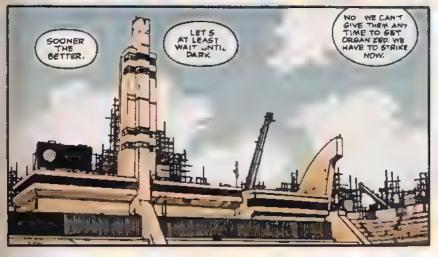




























































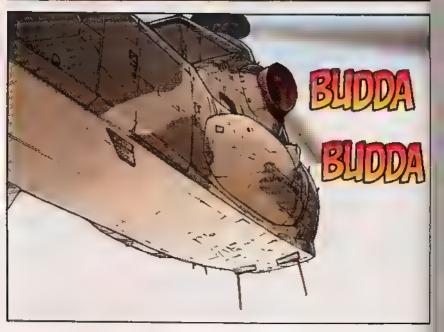


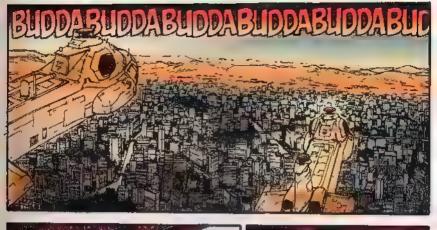












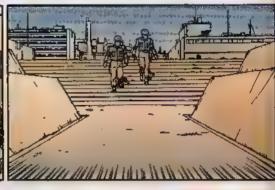






















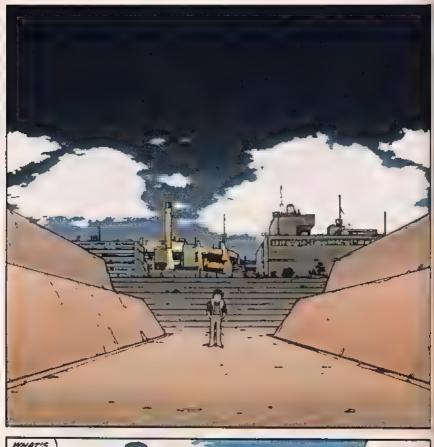








SOME KIND OF



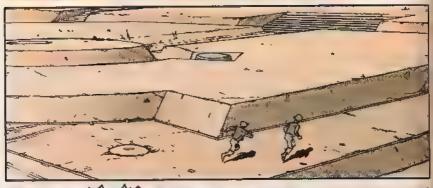






































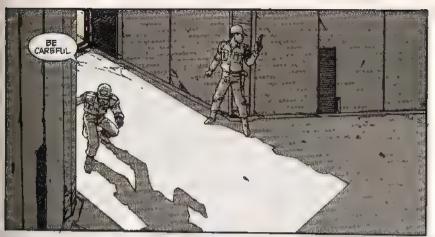




























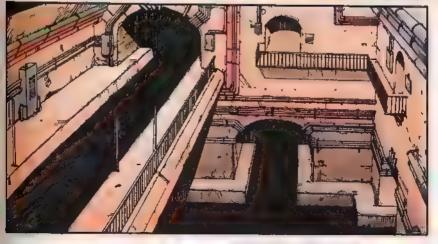




























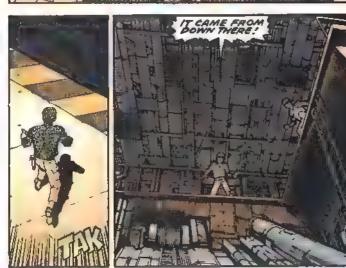








































































































































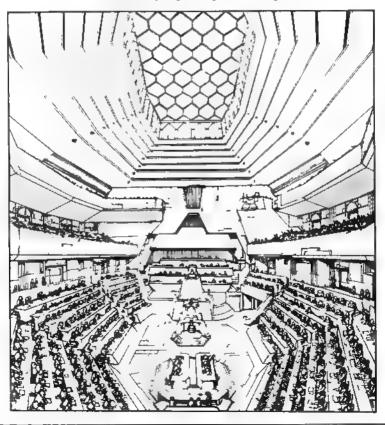


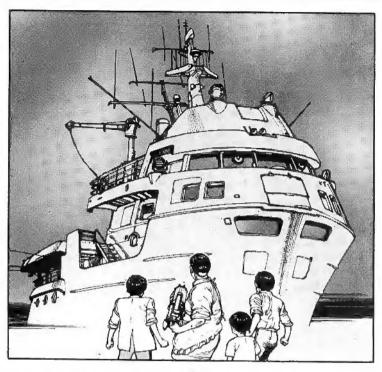


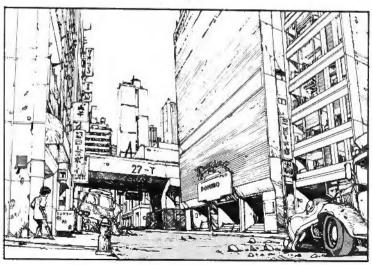
NEXT ISSUE: THE AWAKENING

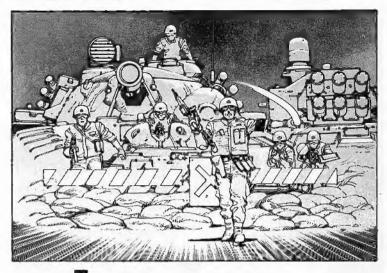
OTOMO GALLERY

Reading Akira, it's natural to be swept along by its characters and story. Focused on these elements, it's also easy to over ook artist-creator Katsuhiro Otomo's many other virtues. For this gallery section, we've taken pane's from upland coming issues that provide impressive examples of his approach to architecture and technical design. These elements are essential in conjuring the saga's convincing mood.









From the tanks and weaponry of a road block to the geometric array of city towers, Otomo uses this background material to make his science-fiction vision complete.



KATSUHIRO OTOMO writer/illustrator **VASUMITSU SUETAKE** chief assistant to Mr. Otomo-MAKOTO SHIOSAKI SATOSHI TAKABATAKE assistants to Mr. Otomo HIROSHI HIRATA designer, AKIRA caliograph **AKIRA SAITO** designer, Kobarisha ddition Kodansha Ltd. YOKO UMEZAWA with LINDA M. YORK translation KOICHI YURI editor, Kodonsha edition NORIYUKI OKAZAKI

YUKA ANDO editorial goordinators Epic Comies JO DUFFY english adaptation STEVE OLUFF with the OLYOPTICS COMPUTER CREW colprists MICHAEL HIGGINS letterer HARRY DANGELARIO production LAURA DURNETT editorial assistant Epip edition ARCHIE GOODWIN editor Epic edition

scape. Somewhere on the streets of Neo-Tokyo in the year 2030 the young psychic-powered killer, Tetsuo, roams free of the secret government project where he learned of one possessing even stronger paranormal abilities than his own... AKIRA. Tetsuo now knows where this mysterious being lies in cryogenic sleep and means to find him. Meanwhile the anti-government agent, Kay, and Tetsuo's former friend, Kaneda, are fighting their way out of the same project, hoping to overtake Tetsuo. They have the behind-the-scenes aid of three of the project's mutant children and an unexpected ally among their pursuers. But their escape, like Tetsuo's, can only send them stalking into an even greater, more ominous confrontation.

KATSUHIRO OTOMO'S



